A (Cam)Bridge Too Far 2018 Tournament pack v1.2

Contents

How to enter

Tickets can be purchased via PayPal on our website at
www.2d6lodge.co.uk/acambridgetoofar.

Tickets cost £14.00.

There are 80 spaces.

If you wish to be placed on the reserve list, please email 2d6lodge@gmail.com. The reserve list is first come first served. Last event we called upon 16 reserves, so it is worth putting your name down.

All money taken will go towards hall hire, trophies, prizes, PayPal fees, table building and what is left goes towards the 2D6 Lodge to help support the club.

Cancellations
Please inform us as soon as possible if you are unable to make it to the event. Due to the hall hire and other costs, a refund cannot be issued unless a paying reserve is found.

Contact
Email   - 2d6lodge@gmail.com
Facebook   - www.facebook.com/acambridgetoofar
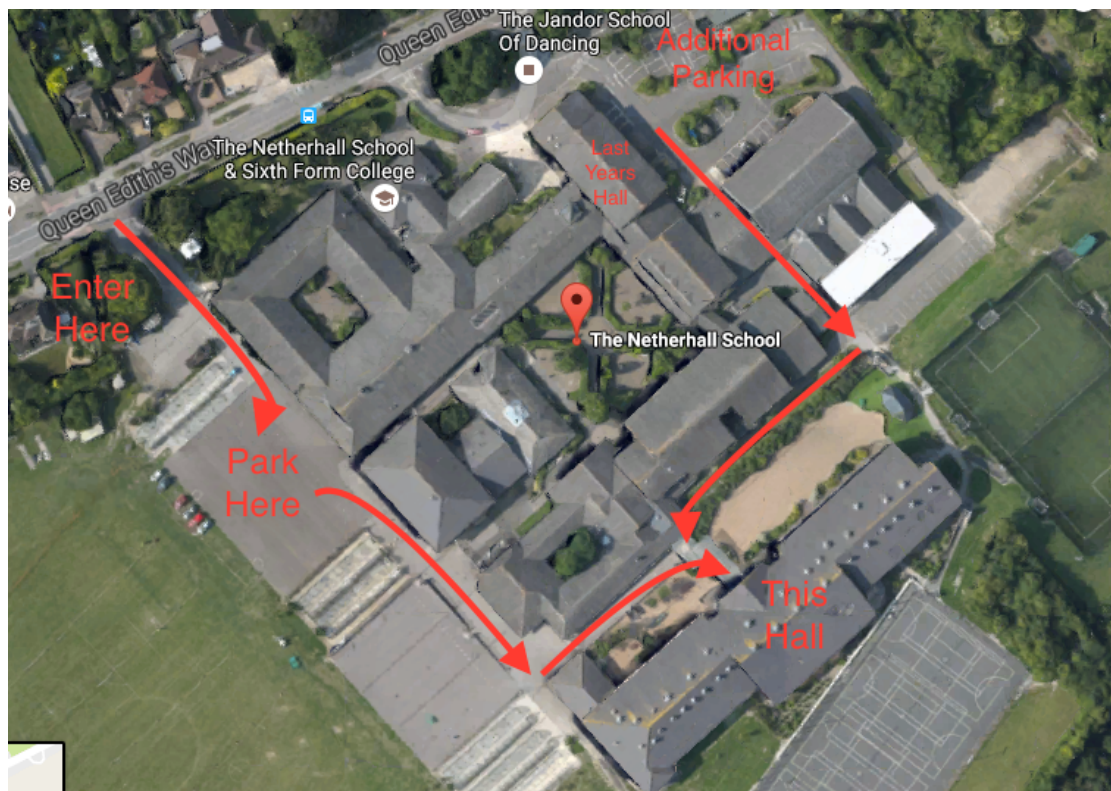
Venue
The Tournament will take place at:
The Atrium
The Netherhall School & Sixth Form College
Queen Ediths Way,
Cambridge,
CB1 8NN,

There is plenty of parking for cars on site, although where possible please car pool.

If you are coming via train, the bus can be caught from outside of the train station. You will need to catch the Citi1 to Cherry Hinton and there is a stop right outside the school. It is around a 15-25 minute journey from the station to the school. Buses are every 15-30 minutes depending on time of day.

There are no shops or takeaways within walking distance of the venue but there is a Tesco Extra 10-minutes drive away (CB1 9BF). We advise bringing a packed lunch.

The 2D6 Lodge tuck shop will be available on the day all items (cans, chocolate and crisps) are 50p each. There is a hot drinks vending machine on site.

If the demand is there we can make an order for pizza or Subway.

Smoking is not permitted anywhere on the school site, if you wish to smoke you must go outside of the school boundary.

Timetable and date
The event will take place on **Saturday 10th March 2018**.

08:00 – 10:00   - Doors open/registration
10:00 – 10:15   - Player safety and event briefing
10:15 – 12:30   - Game 1
12:30 – 13:00   - Break
13:00 – 15:15   - Game 2
15:15 – 15:45   - Break
15:45 – 18:00   - Game 3
18:00 – 18:30   - Pack away and finalise results
18:30 – 19:00   - Awards
19:00   - End of event

Required items
- Bolt Action rulebook (second edition) and relevant army/supplement book/PDF
- Your army, Painted to 3-colour minimum.
- Dice, tape measure, pin markers, templates and order dice (two colours recommended but not necessary).
- A copy of your army list, clearly readable.
- Three objectives with a diameter of 25mm-40mm.
- A pen or pencil.
- Game record sheet (this will be provided to you at registration).

Suggested items
- A copy of this tournament pack.
- Latest version of the errata/FAQ.
- Counters, smoke markers, etc.
- A quick reference sheet.
- Drinks, food and snacks.
- A tray to put your army on.

Army selection
- Up to 1000 points
- Armies are to be chosen from any current armies of book, Official army list or additional units released by Warlord Games (excluding Sealion, Gigant or operation Market Garden).
- Reinforced platoons or theatre selectors can be used, but cannot be mixed. In the case of an army consisting of two platoons, both must be chosen from the same selector.
- Armies can be made up of up to two infantry platoons **OR** up to two armoured platoons.
- No "special" characters, legendary tanks, war planes or war correspondents.

Legal army lists must be submitted to 2d6lodge@gmail.com by midnight on Saturday 24th February 2018. We would recommend submitting your list prior to this date.

We recommend using either easy army or quartermaster to submit lists.

If the list is considered 'cheesy', unsporting or exploitive, you may be asked to submit a new list.

Awards
- **A (Cam)Bridge Too Far champion** – Awarded to the highest scoring player of the day**.**
- **Best Allies general** – Awarded to the highest placed army chosen from the Armies of United states, Armies of Great Britain or Armies of Soviet Union books.
- **Best Axis general** – Awarded to the highest placed army chosen from the Armies of Germany or Armies of Imperial Japan books.
- **Best minor power general** - Awarded to the highest placed army chosen from the Armies of France and the allies, Armies of Italy and the axis or China.
- **Best club/team** – Top two scoring players from each club/team will have their points added together. The highest score will be awarded best club.
- **UberGruber Award** – Awarded to the best historically themed army or army which makes sacrifices to contain themed units over gaming.
- **Best-painted army** – Awarded to the best-painted army as chosen by the event organisers.
- **SNAFU award** – Awarded to the player who comes bottom of the tournament table,
- **Best team –** Two highest place team members from each team will have their points added together.
- **Best table** -Awarded to the player or team that have provided the best gaming table

Spot awards
Spot awards will be handed out for events that happen in game. The amount of prizes that can be awarded each round will be decided based upon prizes available. To claim the prizes, you must shout out loudly when it happens!
- **Incoming!** – Roll a 1 for your artillery or air strike.
- **FUBAR!** – Roll a FUBAR for your order check.
- **You lucky bastard!** – Require a 7+ (or greater) to hit, and then roll a 6 to damage and then roll a further 6 for exceptional damage (so a 6, followed by a 6, followed by a 6 and the followed by a 6).
- **Now you move?**!? – Roll a double 1 for a rally order

Players will not receive more than one prize each round.

Prizes
Winners will be allowed to select a single prize of their choice. The prizes will be awarded in the following order.
- 1st Place axis/allies/minor generals depending on what order they finish.
- 2nd place axis/allies/minor generals depending on what order they finish.
- 3rd place axis/allies/minor generals depending on what order they finish.
- Best painted (set award).
- Most historical themed army.
- Best sportsmanship
- SNAFU award.

Any prizes left after this will be awarded to the remaining players by calling them out in the order they finished. Players will not receive more than one prize.

Raffle
There will be a raffle for two army starter sets. Tickets will be £1 each and two winners will be chosen, each receiving one army starter set.

Game scoring
Major win   - 5 points
Minor win   - 4 points
Draw   - 3 points
Minor loss   - 2 points
Major loss   - 1 point
Forfeit   - 0 points (opponent gets a major win)

In the event of a draw we will use the following in order to decide
- The difference between the victory points/objectives for and against.
- The victory points/objectives for.
- The victory point/objectives against

If after this it is still a draw the players will roll a D6, with the winner choosing to either take first pick of the prizes and no trophy, or the trophy and second pick of the prizes.

Sportsmanship points
You will have a single 3 points, a single 2 points and a single 1 point to allocate to your opponents played during the day. You can only allocated each point once and how you do this is up to you. These points must be handed in after your 3rd game (if you don't you could stop someone getting an award!).
The player with the most sporting points and highest up in the table will win best sporting player.

How opponents are chosen
In game 1, the players will play the opposite faction (Axis/Allies) where possible.
In addition, lists containing armoured platoons will more likely face other lists containing armoured platoons.
We will also endeavour to match you up with an opponent that is not from your area/club.

If you have a grudge match that you want to play, please request and will try to accommodate if your opponent agrees.
From game 2 onwards, the Swiss tournament system will be used. This means that allies may fight other Allies and the same with Axis.

Timing
Each round will last 2 hours and 15 minutes, which is plenty of time to set up, discuss the board and play the game.
A 30-minute and 15-minute warning to the end of the game will be given. At the end, when time is called, you must finish the order currently in play and then end the game. This will count as the end of the turn for objective purposes
There will be a 30-minute break after each game to calculate results.

Terrain
Terrain must remain unchanged. Spend a few moments before the game starts discussing with your opponent what is hard/soft cover, what is rough terrain, which are buildings/ruins and what is an area terrain.
Most of the terrain belongs to club members, so please respect it and report any damage.

Sponsorship

We would like to extend a heartfelt thank you to the companies who have supported our tournament, please check out their websites and their products!

Scenarios

Scenarios are as they appear in the main rulebook. The exception to this is the scoring to allow for minor/major victories. Where a scenario has had a change, it will be written in green.

Scenario 1 – Meeting Engagement

Set-up
Both players roll a die. The highest scorer picks a long table side and declares which if his units (if any) are being left in reserve. This can be up to half the units in their army, rounding down. The other player then does the same. No units are set up on the table at the start of the game (apart from forward observers/snipers).. Any units not left in reserve form the player's first wave.

Objective
The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.

First turn
The battle begins. During turn 1 both players bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

Game duration
Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory
At the end of the game calculate which side has won by adding up victory points.

Players score 1 victory point for every enemy unit destroyed. Any units kept in reserve at the end of the game count as destroyed.

Major victory – Score 5 or more victory points than your opponent.
Minor victory – Score 2-4 more victory points than your opponent.
Draw – Score 1 less, equal to or 1 more victory point than your opponent.
Minor loss – Score 2-4 fewer victory points than your opponent.
Major loss – score 5 or fewer victory points than your opponent.

Scenario 2 – Point defence

Set-up

Both players roll a die. The highest scorer decides whether to be the attacker or defender. The defender picks a side of the table and sets up at least half of their units in their set up area. Their set-up area is up to 24" from their table edge. These units can use the hidden set-up rules. Units that are not set-up to start with are left in reserve.

As they set up their force, the defender must nominate three separate objectives in his set-up zone. All objectives must be at least 18" from the defender's table edge. In addition, all the objectives must be at least 24" away from each other. The defenders objective markers, that must be 25mm-40mm in diameter, signify these objectives. Objective markers must be placed on ground level and cannot be placed in a building or on top of impassable terrain. The attacker's units are not set up on the table at the start of the game. The attacker must nominate at least half of their force to form their first wave. This can be their entire army if they wish. Any units not included in the first wave are left in reserve.

Objective

The attacker must try and capture and hold the three objectives – the defender must try and stop them.

Preparatory bombardment

The attacker receives preparatory bombardment strikes the enemy position.

First turn

The battle begins. During turn 1, the attacker must move their fist wave onto the table. These units can enter from any point on the attacker's table edge, and must be given either a run or advance order. Note that no order test is requires to move units onto the table as part of the first wave.

Game duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory

At the end of the game calculate which side has won as follows.

To capture an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of the turn, and there must be no enemy infantry or artillery units with 3" of it. If no unit is within 3" of the objective at the end of the turn, no one is considered to hold the objective until it is captured using the above rules.

Major victory – Player holds 3 objectives.
Minor victory – Player holds 2 objectives.
Draw – Both or one player hold 1 or 0 objectives. **Minor Loss** – Opponent holds 2 objectives.
Major loss – Opponent holds 3 objectives.

Scenario 3 – Key positions

Set-up
There are 5 objectives used in this game and each objective must be 25mm-40mm in diameter. Place 1 objective in the centre of the table. Both players then roll a die. The highest scorer places one objective anywhere on the table. Then the opponent places an objective, and the players continue to place objectives until all objectives are placed. All objectives must be more than 12" from each other. Objective markers must be placed on ground level and cannot be placed in a building or on top of impassable terrain. Once objectives have been placed, both players roll a die. The highest players picks a long tables sides and declares which of his units (if any) are being left in reserve. This can be up to have the units in their army, rounding down. The other player then does the same. No units are set up on the table at the start of the game (apart from forward observers/snipers). Any units not left in reserve form the player's first wave.

Objective
The attacker must try and capture and hold as many objectives as possible, whilst preserving their own forces.

First turn
The battle begins. During turn 1, the both players must move their fist wave onto the table. These units can enter from any point on the attacker's table edge, and must be given either a run or advance order. Note that no order test is requires to move units onto the table as part of the first wave.

Game duration
Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory
At the end of the game calculate which side has won as follows.

To capture an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of the turn, and there must be no enemy infantry or artillery units with 3" of it. If no unit is within 3" of the objective at the end of the turn, no one is considered to hold the objective until it is captured using the above rules.

Players score one victory point for every enemy unit destroyed. Any units kept in reserve at the end of the game count as destroyed.

Major victory – Player holds more objectives than their opponent at the end of the game.
Minor victory – Player holds the same amount of objectives as their opponent at the end of the game, but scores 2 or more victory points than their opponent.
Draw – Player holds the same amount of objectives as their opponent at the end of the game, and scores 1 less, equal to or 1 more victory point than their opponent.
Minor loss - Player holds the same amount of objectives as their opponent at the end of the game, but scores 2 or fewer victory points than their opponent.
Major loss - Player holds fewer objectives than their opponent at the end of the game.

Errata & FAQ

Errata

Battleground Europe
Page 72: Wasp Flamethrower Carrier.
Change range of the "small vehicle flamethrower" from 12" to 9".

Page 43: Hobart's Funnies.
Hobart's Funnies use the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for United States and Great Britain armies.

Page 100: The Land Mattress
The Land Mattress uses the artillery, anti-aircraft or anti-tank gun selector for United States and Great Britain armies.

Ostfront
Page 16: Japanese/Machukou Cavalry Squad.
The Japanese/Machukou Cavalry Squad uses the infantry selector for Imperial Japan armies.

Page 16: Japanese/Machukou Cavalry Squad.
This unit does not have the **death before dishonour** or **banzai charge** army special rules.

Page 17: BA-3/6 Heavy Armoured Car
The BA-3/6 Heavy Armoured Car uses the armoured car selector for Soviet Union armies.

Page 30: D8 Light Armoured Car
The D8 Light Armoured Car uses the armoured car selector for Soviet Union armies.

Page 30: FAI Light Armoured Car
The FAI Light Armoured Car uses the armoured car selector for Soviet Union armies.

Page 30: SMK/T-100 Experimental Heavy Tank.
The SMK/T-100 Experimental Heavy Tank uses the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for Soviet Union armies.

Page 31: OT-130 Light Flamethrower Tank.
The OT-130 Light Flamethrower Tank uses the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for Soviet Union armies.

Page 31: OT-130 Light Flamethrower Tank.
Change range of the "small vehicle flamethrower" from 12" to 9".

Page 79: Begleit – StuG Escort Infantry Squad.
Replace second sentence with "The Squad mounts and dismounts from an assault gun or tank destroyer as if it was a transport".

Page 79: Strafbattalion Penal Infantry Squad.

Points for additional men armed with rifles should be +7 (Inexperienced) and +10 (regular).

Germany Strikes!
Page 24: Polish Post Office Garrison Militia Section.
The Polish Post Office Garrison Militia Section uses the infantry selector for polish armies.

Page 24: Polish Post Office Garrison LMG Section.
The Polish Post Office Garrison LMG Section uses the infantry selector for polish armies.

Page 24: Polish Post Office Garrison Grenade Section.
The Polish Post Office Garrison Grenade Section uses the infantry selector for polish armies.

Page 24: Pzinz 222 Half-Truck.
The Pzinz 222 Half-Truck uses the Transport/Tow selector for polish armies.

Page 24: Polska-Fiat 508IIIW Lazik Jeep.
The Polska-Fiat 508IIIW Lazik Jeep uses the Transport/Tow selector for polish armies.

Page 27: Polish Cavalry Squad.
Polish Cavalry Squads may be purchased as Dragoons (-2pts per model) or as a bicycle section (-1pt per model). Rules for these are found on page 27: Germany strikes!

Page 25: SS_Heimwehr Danzig Section.
The SS_Heimwehr Danzig Section uses the infantry selector for German armies.

Page 25: Sturmabteilung Section.
The Sturmabteilung Section uses the infantry selector for German armies.

Page 25: Ordnungspolizei Section.
The Ordnungspolizei Section uses the infantry selector for German armies.

Page 25: Sapper Team.
The Sapper Team uses the infantry selector for German armies.

Page 25: Steyr ADGZ M35 Heavy Armoured Car.
The Steyr ADGZ M35 Heavy Armoured Car uses the armoured car selector for German armies.

Page 25: Panzerbefehlswagen SDKFZ 267-268 PZ III Aus D1.
The Panzerbefehlswagen SDKFZ 267-268 PZ III Aus D1 uses the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for German armies.

Page 37: Neubaufahrzeug PZKPW V Model A.
The Neubaufahrzeug PZKPW V Model A uses the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for German armies.

Page 38: Danish Army Special Rules.
Insert national rules for Danish armies created using the reinforced platoon selectors. They have the **Confusion** and **Waiting in ambush** special rules as listed on page 41

Page 38: Officer.

The Officer uses the lieutenant or captain/major selector for Danish armies.

Page 38: Medic.
The Medic uses the Medic selector for Danish armies.

Page 38: Forward Observer.
The Forward Observer uses the forward observer selector for Danish armies.

Page 38: Inexperienced Infantry Section.
The Inexperienced Infantry Section uses the infantry selector for Danish armies.

Page 38: Experienced Infantry Section.
The Experienced Infantry Section uses the infantry selector for Danish armies.

Page 38: Cavalry Section.
The Cavalry Section uses the infantry selector for Danish armies.

Page 38: Machine Gun Team.
The Medium Machine Gun uses the machine gun team selector for Danish armies.

Page 38: Medium Mortar Team.
The Medium Mortar Team uses the mortar selector for Danish armies.

Page 40: 75mm Krupp 1902 Light Artillery.
The 75mm Krupp 1902 Light Artillery uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Medium Artillery.
The Medium Artillery uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Heavy Artillery.
The Heavy Artillery uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Madsen 20/23mm Machine Cannon M/38.
The Madsen 20/23mm Machine Cannon M/38uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Bofors 37mm Light Anti-tank Gun.
The Bofors 37mm Light Anti-tank Gun uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Madsen Light Anti-aircraft Gun.
The Madsen Light Anti-aircraft Gun uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Landsverk Lynx Light Armoured Car.
The Landsverk Lynx Light Armoured Car uses the armoured car selector for Danish armies.

Page 41: Landsverk L-180 Heavy Armoured Car.
The Landsverk L-180 Heavy Armoured Car uses the armoured car selector for Danish armies.

Page 41: Tempo Gelandwagen 1200.
The Tempo Gelandwagen 1200 uses the transport/tow selector for Danish armies.

Page 41: Truck.
The Truck uses the transport/tow selector for Danish armies.

Page 63: AMD Panhard 178 Command Vehicle.
The AMD Panhard 178 Command Vehicle uses the armoured car selector for French armies.

Page 87: L3/35 R Centro Radio.
The L3/35 R Centro Radio uses the armoured car selector for Italian armies.

Empire In Flames
Page 28: Japanese/Machukuoan Cavalry Squad.
This unit does not have the **death before dishonour** or **banzai charge** army special rules.

Page 30: Soko Sagyo Ss-Ki Armoured Work Vehicle.
Change range of the "small vehicle flamethrower" from 12" to 9".

Page 80: The Indian National Army.
The Indian National Army uses the infantry selector for Imperial Japanese armies.

FAQ
Q: Can I use the Brandenburgers Unconventional warfare tactics?
A: You are not allowed to use the enemy uniforms, disguised tanks or captured vehicles tactics.

Q: Can I use the "flavour text" options for units from Ostfront and Battleground Europe?
A: Yes you can, as long as it fits with the theme of your army. For example you couldn't take a Luftfaust in a 1939 blitzkrieg themed German Army.

The list of useable "flavour texts" are;
Battlegound Europe
- Page 45: Canal defence light.
- Page72: Welbikes.

Ostfront
- Page 17: Flags.
- Page 17: Horse-drawn tows.
- Page 94: Tank equipment options.
- Page 96: Infantry equipment options.

Q: Can I use captured vehicles (Page 91 Ostfront)?
A: No.

Q: Can I purchase minefields for my army?
A: No.

Q: Can I use Belgian Fortifications in my army (page 62 Germany strikes!)?
A: No.

Q: Can I use the **No Turret Hatch** and **Char B1 Lack of traverse** rules (Page 63 Germany strikes!)?
A: Yes you can! Good luck though!

Q: Can I use Blockhouse cells, Cloches, Turrets, Artillery Embrasures, Mines, Barbed Wire and Dragons teeth from the Maginot Line (page 87 Germany strikes!)?
A: No.

Q: Can I use armoured trains (Page 99 Germany strikes!)?
A: No.

Q: Are you really allowing Parachute Gurkhas?
A: Yes we are. We won't be angry if you take them in your army, just disappointed…

Q: Are you using any of the special terrain rules? i.e. Mud, ice, city fight, bocage.
A: Special rules like that will slow down the games and as we are on a tight schedule, it is best not to use them.